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MEDICAL ESCORT FRIGATE

Rebels' mobile hospital facility

Wampa ice creature

Darth Vader's cybernetics

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STAR WARS

"THEY'RE HEADING FOR THE MEDICAL FRIGATE!"

WEDGE ANTILLES AT THE BATTLE OF ENDOR

A heavily modified EF76 Nebulon-B escort frigate, the Rebel Alliance vessel *Redemption* was one of the hardest working ships in the Alliance fleet. Required to serve on the front line, the *Redemption* was frequently used in combat situations to rescue and treat wounded Rebel personnel. It served with distinction for a number of years before being destroyed at the Battle of Endor.

THE NEBULON-B ESCORT FRIGATE

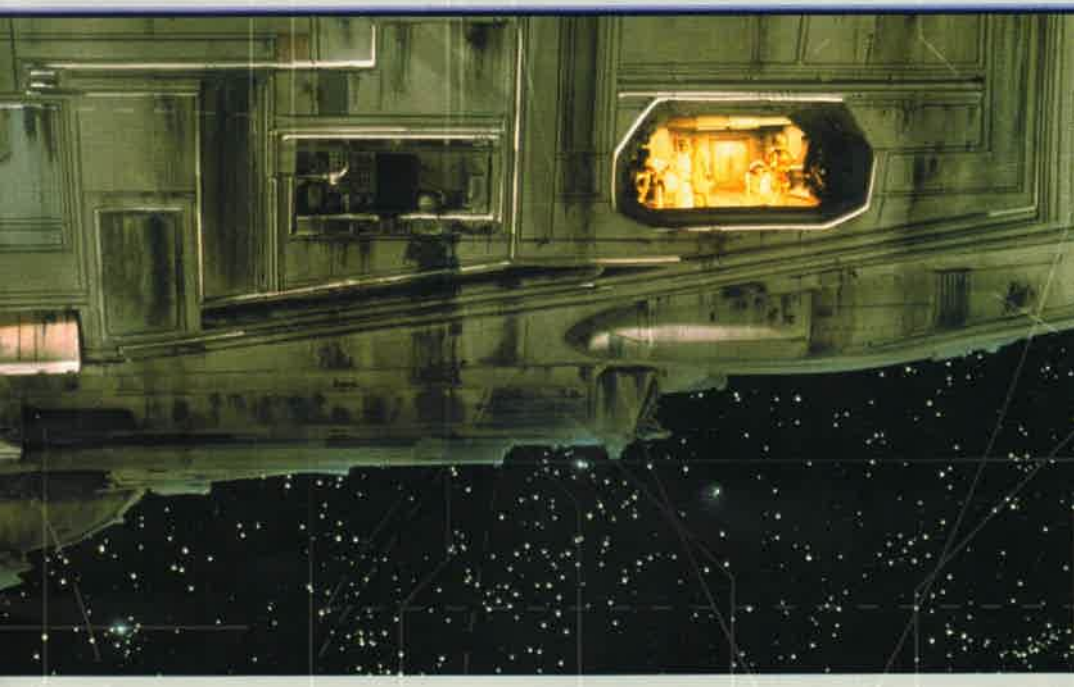
OUT OF THE EMPIRE

In the early years of the Empire, the Imperial navy was thinly stretched dealing with peoples, planets and systems that were openly refusing to support the new regime. With its supply convoys being picked apart by daring starfighter raids, a new ship was required to protect them.

Star Destroyers were a valuable commodity within the Imperial Navy – much too useful in their primary role of carrying out planetary suppression duties to be wasted on protecting slow-moving convoys of freighters. Fortunately for the Empire, some of the Emperor's tactical advisors had already anticipated this exact need and tipped off Kuat Drive Yards, which had rapidly moved into full production of the EF76 Nebulon-B escort frigate, a purpose-built craft designed as the successor to KDY's existing Class-C frigate.

INSTANT IMPACT

First introduced into service a scant few months after the end of the Clone Wars, the EF76 was



an immediate success. From the outset, the ship had been designed for exactly the role it took on – escorting supply convoys and protecting them from starfighter attack. The Nebulon-B had the added advantage of being capable of holding off or destroying smaller capital ships such as corvettes or older frigates. Within a very short time, the damage that escort frigates inflicted on starfighter groups caused Rebels and pirates alike to reconsider their tactics.

Slender

The EF76 Nebulon-B escort frigates were 300m long and 166m high, but only a slender 72m wide. They were well armoured and shielded and, for vessels of their size, very well armed. The 12 Borstel RH8 laser cannon were mounted on precision tracking servos that allowed them to respond to the commands of the ships' advanced Plat Dromma targeting computer with terrifying speed, dealing efficiently with the threat of fast-moving starfighters. A further 12 Taim & Bak X17 turbolaser batteries ensured that a Nebulon-B had the firepower to deal with larger capital ships. Its hangar held 24 TIE starfighters, as well as troop shuttles and boarding craft. To assist in the capture of enemy vessels, or the rescue of damaged allies, there were two Phylon Q7 tractor beam projectors. Lastly, the ship could attach smaller warships or supply vessels to its primary docking tube and 'tow' them alongside.

Vulnerable

The seven Kuat Galaxy-15 ion engines mounted in the rear of the vessel were slow by some standards, producing a maximum acceleration of only 1,200 G. Furthermore, the pylon linking the two main hull sections was notoriously vulnerable to sustained fire, and its destruction would immediately cripple the ship. Eventually, Kuat Drive Yards was forced to go some way to correcting both problems with the design of the Nebulon-B2 frigate.

REBEL AUDACITY

THE *REDEMPTION*

The unequivocal success of the Imperial Nebulon-B escort frigate made the vessels an extremely sought-after commodity. Unlike many other Imperial starships, the Nebulon-B was frequently seen in non-Imperial hands, and was particularly effective in service to the Rebel Alliance.

When the Imperial Navy placed its first orders for the EF76 Nebulon-B escort frigate, they were smaller than Kuat Drive Yards had been led to expect. As a result, the shipyard began to make it known to certain private individuals, organisations and system governments that the Nebulon-B was available for purchase. Although many made their way into non-Imperial ownership through theft or defection, as was the case with the Rebel Alliance Nebulon-B frigates, quite a few 'thefts' were simply creative accounting on the part of KDY.

REBELLION

With the birth of the Rebel Alliance, the Nebulon-B frigate began to see action against the Empire. While many Imperial

captains had disliked the Nebulon-B for its sluggish speeds, Rebel tacticians saw it as a perfect vessel for their hit-and-fade tactics. They would use the ships to transport small starfighters and bombers into the vicinity of an Imperial target, and then use their considerable firepower to cover the escape of the smaller craft after they had completed their mission.

Mercy Mission

As the Alliance grew in strength, and particularly when the Mon Calamari added its cruisers and other capital ships to the fleet, the Nebulon-Bs were adapted for a new use. With their weapons almost halved in number and their hangars filled with treatment facilities, the frigates became armoured medical ships. As frontline craft, they were given additional armour and shielding, as well as backup power generators and life-support systems, so they could operate in the midst of battle, rescuing crews from stricken craft and escape pods thanks to the frigate's tractor beams.

The presence of converted Nebulon-B medical frigates in Alliance operations brought a significant morale boost, as well as minimising personnel losses.

MEDICAL DROID 2-1B

ACT OF REBELLION

From early beginnings in service to the Empire, the Geentech Corp./ Industrial Automaton medical droid known as 2-1B became chief of surgery at Echo Base Hoth for the Rebel Alliance, and went on to serve with the New Republic after the Battle of Endor.

The 2-1B series medical droid had been a huge success story for the partnership of Geentech Corp. and the huge Industrial Automaton company. When Geentech was bankrupted during an unrelated copyright dispute, IA took over all rights to the 2-1B series – already the leading top-of-the-range advanced medical and surgical droid. The droid's success was not just down to its precision components and enormous physical adaptability. Able to learn on the job, rather than simply obeying strict programming, droids of the 2-1B series were able to adapt intellectually to ongoing medical conditions and crises in their patients. The vagaries of organic systems rarely fazed a 2-1B, and keeping these droids up to date with the latest medical procedures and know-how was made as simple as possible.

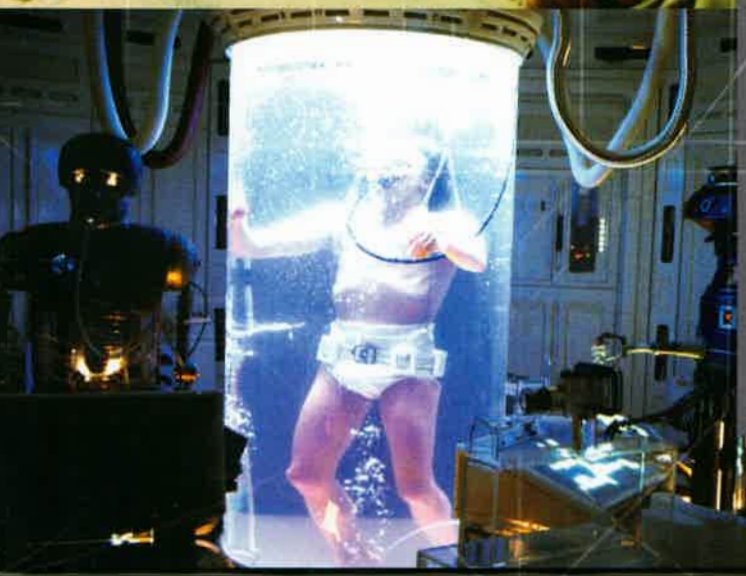
Evil Origin

The most famous 2-1B droid began its service in ignominy, serving the Empire on the planet Firro. As the Imperial army and navy brutally subjugated the native population, 2-1B was amongst the pitifully small but highly dedicated staff on hand to treat a seemingly endless stream of injured refugees. The Imperial Governor of the planet, the vicious and arrogant Lord Cuvir, transferred 2-1B onto his own medical staff after being impressed by the droid's sterling work during a gloating 'inspection tour'. 2-1B was powerless in the matter, though distressed at having to leave such obvious need behind. Cuvir's depravity continued to disgust 2-1B, but the droid's programming forced him to obey his master.

Opportunity Knocks

While accompanying Lord Cuvir on an inspection of the medical facilities on Wor Tandell, 2-1B was present when his hated

2-1B droids were fitted with advanced heuristic processors that allowed them to learn and adapt on the job.



PROFILE

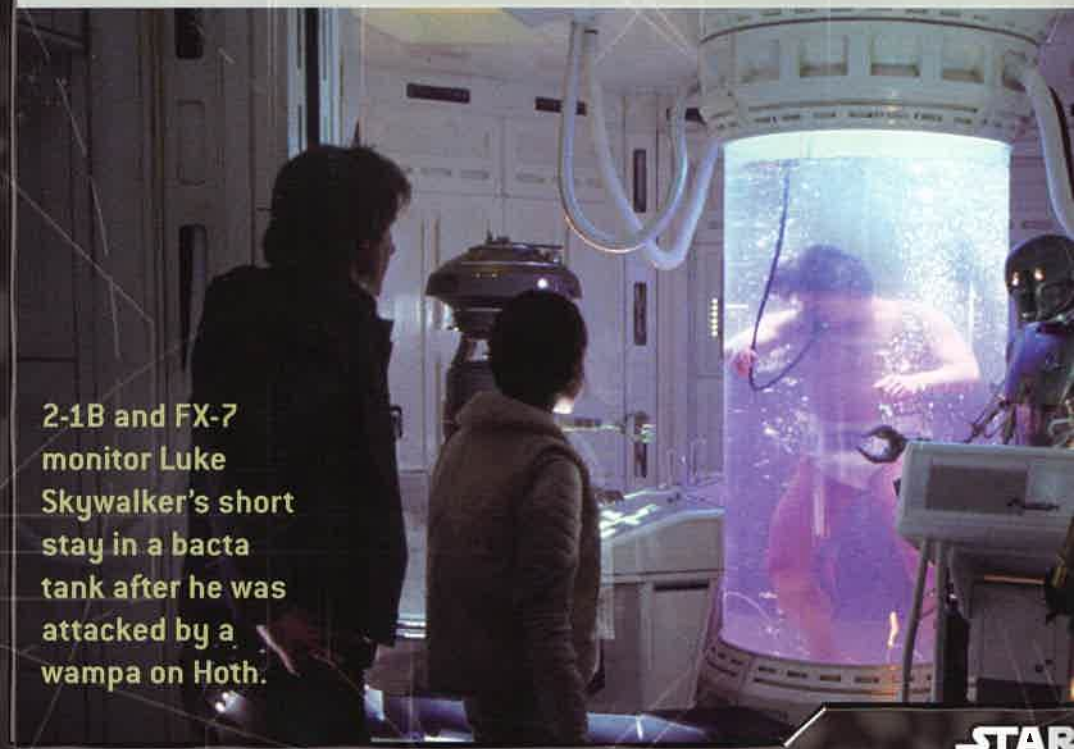
2-1B
Species
Droid
Type
Medical/surgical droid
Height
1.5 metres
Designers
Geentech Corp.
Manufacturer
Industrial Automaton

master was shot down by one of his own staff. The man was revealed as a Rebel agent called Tay Vanis. Delighted to do so, 2-1B accepted the offer of joining the Rebel Alliance.

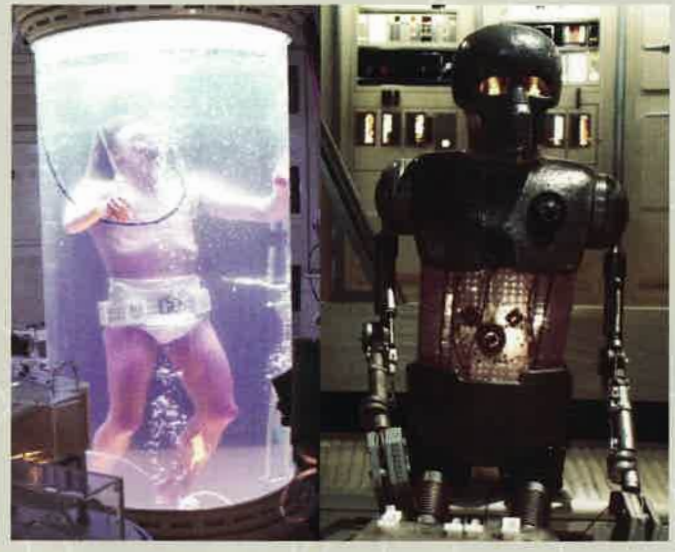
Promotion

Having spent some time in smaller Alliance cells, accompanying Tay Vanis or going where he was needed most, 2-1B's considerable skills came to the attention of Alliance High Command. Hoth had been chosen as the site for the new Echo Base – the main base of operations for the Alliance High Command. A chief of surgery was needed, and 2-1B was assigned. He was given an assistant at the base medical facility – an old Medtech Industries FX-7 unit, nicknamed Fixit by the base staff, that 2-1B had worked with before.

After about a year of working with FX-7 on the steadily growing Echo Base Hoth, 2-1B was called to treat Commander Luke Skywalker, who had been attacked by a mysterious creature out in the icy wastes. A combination of the gashes which Luke got from the creature, and exposure to the harsh Hoth night, meant that the Commander spent time in a bacta tank. Under 2-1B's



2-1B and FX-7 monitor Luke Skywalker's short stay in a bacta tank after he was attacked by a wampa on Hoth.



Behind The Scenes

Early production sketches of 2-1B show the look of the droid's head originating from the masks human surgeons wear, and notes state that the droid housed a human brain. 2-1B was built as a puppet measuring 58cm x 30cm x 178cm. Bolted to a metal plate, he had no feet and his 'mouth' was an easily recognisable Unidyne microphone. 2-1B units appeared in Episode III, but were entirely computer generated.

care, he recovered in time to participate in the Battle of Hoth – the Empire had discovered the Rebel base.

Lucky Escapes

2-1B and FX-7 were assigned to the transport *Bright Hope*. It was crippled by the combination of fire from blockading Imperial ships and the *Mist Hunter* – the personal vessel of bounty hunter Zuckuss and his partner 4-LOM. Boarding the drifting ship, the bounty hunters were convinced to save the survivors, including 2-1B, and return them to the Alliance on the planet Darlyn Boda. After assisting the Rebel underground there, 2-1B and FX-7 rejoined Alliance High Command at the secret rendezvous point. They were assigned to the EF76 Nebulon-B medical frigate *Redemption*. There, at the Commander's personal request, 2-1B fitted the injured Luke Skywalker with a prosthetic hand.

2-1B did not serve on the *Redemption* for long. He was transferred to the medical team aboard the Mon Calamari Star Cruiser *Home One*. This was also known as the Headquarters Frigate, as it was the flagship of the Alliance fleet. *Home One*, under the command of Admiral Ackbar, led the fleet during the Battle of Endor. Though 2-1B felt under-used, not being on the *Redemption* proved lucky for him, as the medical frigate was destroyed during the battle. 2-1B stayed on when the Rebel Alliance became the New Republic, continuing to save lives wherever he was posted.

VADER'S MEDITATION CHAMBER

ON BOARD THE *EXECUTOR*

Meditation was an important discipline for both Jedi and Sith. The quiet solitude allowed Force-users to focus, conserve and renew their energies, contemplate events, and even receive visions of past, present or future events.

Aboard the Super Star Destroyer *Executor*, in Bast Castle on Vjun and in his other residences, Darth Vader had a unique design of meditation chamber. Because of the injuries he suffered at the hands of Obi-Wan Kenobi during the duel on Mustafar, Vader could not breathe without the masked suit he wore. However, the sealed, 'clam-shell' meditation pods meant that Vader could remove his mask. The hyperbaric chamber maintained a pressurised atmosphere that allowed the Sith Lord to breathe unaided, and to relax into a meditative state.

Fixtures

Vader's meditation pod had at its centre a comfortable, padded chair. Controls around the edges of the chair and the chamber controlled the atmosphere mix, monitored Vader's health, and operated the sophisticated communications systems. A jointed, clawed arm descended from the ceiling on command to remove or replace Vader's helmet. The 'fanged maw' styling of the pod, and the way it could be revolved, added to the sinister feel of the chamber. Anyone entering knew immediately that this was the Sith Lord's private space. Despite the difficulties and pain it caused, Vader would occasionally allow Imperial officers glimpses of his scarred visage as his mask was replaced, knowing that his appearance would further unsettle and scare them, adding to his already fearsome reputation.

NEBULON-B ESCORT FRIGATE

REBELS' MOBILE HOSPITAL FACILITY

The Nebulon-B was often used as an advanced scout thanks to the impressive specs of the Fabritech ANs 9.5w wide-range sensor system and deep-space multifrequency antennas. It could drop into a system, perform a fast, detailed scan, and leave again sometime before being detected.

THE EF76 NEBULON-B MEDICAL FRIGATE *REDEMPTION*

Type
Modified escort frigate

Manufacturer
Kuat Drive Yards

Length
300 metres

Engines
7 x Kuat Galaxy-15 ion engine

Hyperdrive
Triple Taim hyperdrive

Hyperdrive Rating
Class 2

Shields
Enhanced Delphus JC-671 projector, Serridge SEAL shielding system

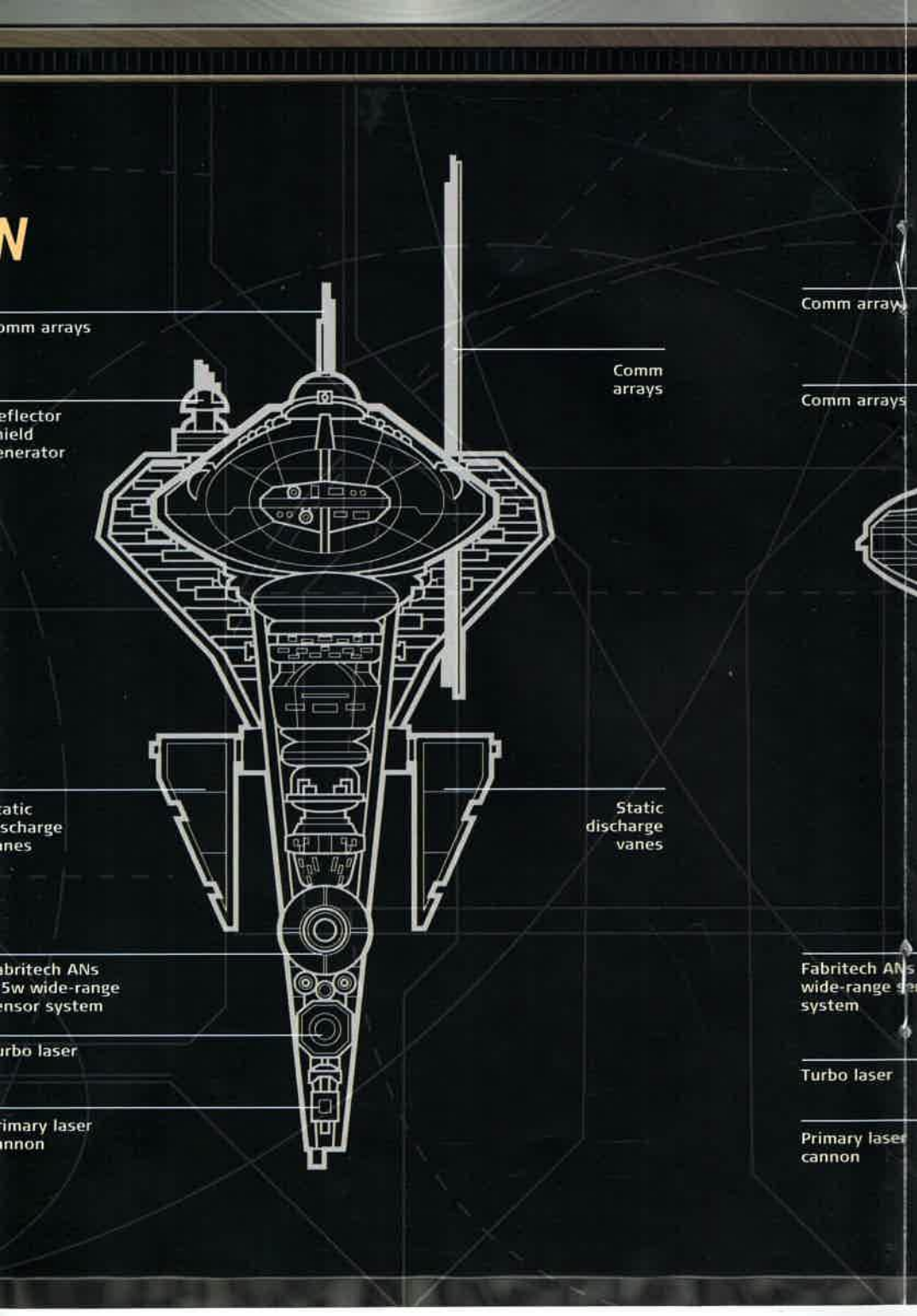
Hull
Titanium-reinforced alloy

Weapons
6 x Taim & Bak X17 turbolaser batteries,
8 x Borstel Galactic Defence RH8 laser cannon

Crew
850 crew, 66 gunners, 75 troops, 80 medical staff, 30 medical droids

Passengers
745 patients

Affiliation
Rebel Alliance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Turbo laser
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annon
Primary laser
cannon

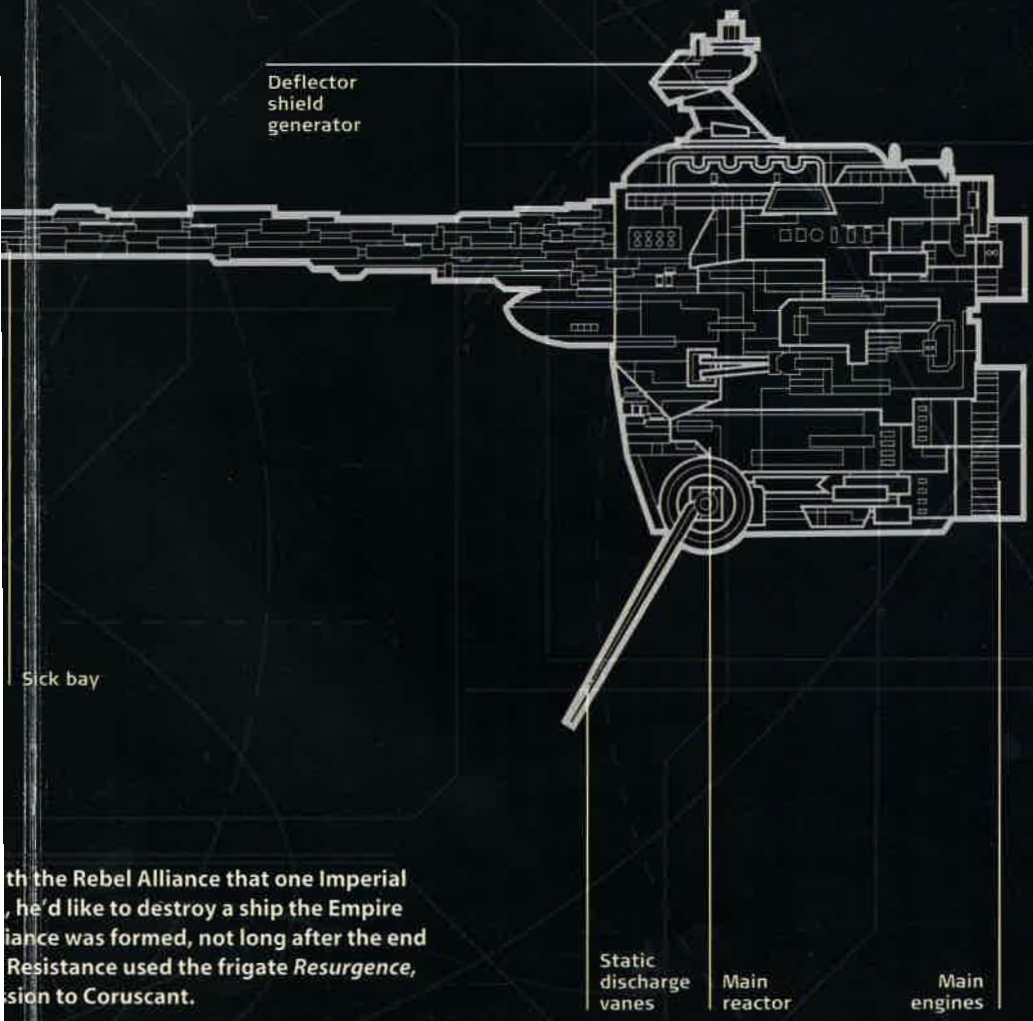
The Nebulon-B frigate was clearly divide
engineering and propulsion system. Lin
docking tube was located. This pylon wa
ships could buckle or destroy the pylon

Ns 9.5w
sensor

Rebel standard

So popular were the Nebulon-Bs wi
admiral commented that, just once,
hadn't paid for. Even before the Alli
of the Clone Wars, the Alderaanian
though it was destroyed after a mis

ed into two sections – a forward command module and an aft
nking the two was a long and relatively thin pylon on which the primary
as the ship's main weak point. Concentrated weapons fire from enemy
n, crippling the ship and venting much of its atmosphere

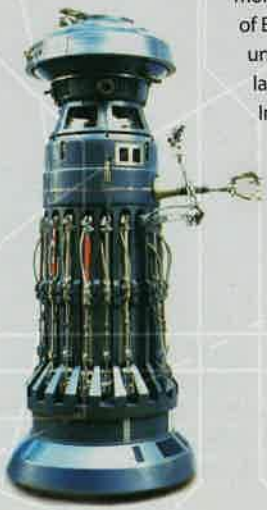


th the Rebel Alliance that one Imperial
, he'd like to destroy a ship the Empire
iance was formed, not long after the end
Resistance used the frigate *Resurgence*,
sion to Coruscant.

MEDICAL DROID FX-7

THE PUT-UPON ASSISTANT

At Echo Base on Hoth, chief of surgery 2-1B often seemed to be the only medical droid around. However, though the cylindrical medical assistant FX-7 was mostly mistaken for just another piece of equipment, he was a vital member of the medical team.



The FX-series medical assistant droids were designed and manufactured by Medtech Industries. Though the FX-series were successful, with units placed on larger Imperial starships and in their installations, Medtech had gone out of business no more than a year or so before the Battle of Endor. This was partly because the unwieldy FX-series had been made largely obsolete by the introduction of Industrial Automaton's EmDee series.

Adaptable, If Immobile

The FX-series medical assistant droids began their development as fixed, immobile droids generally built in to a medical suite. Technically, the droids were capable of conducting many complex medical procedures. Their cylindrical bodies were fitted with multiple arms – 20 on the FX-7 – each with interchangeable medical tools and varying strengths and sizes of precision-control manipulators. However, the FX-series lacked personality and compassion. They also lacked the intellectual flexibility of, for example, the later 2-1B series. This made it difficult for them to react to unforeseen complications in the condition of a patient. As a result, the FX-series were relegated to the role of assistants to organic medical professionals or to more advanced droids. This was the case with FX-7 and 2-1B at Echo Base on Hoth and during other postings they shared. While the two made a good team, 2-1B was intolerant of FX-7's occasional forays into what the superior droid felt was his territory – patient interaction. Eventually, FX-7's speech synthesizer card somewhat mysteriously 'went missing', leaving 2-1B to do the talking.

PROFILE

FX-7

Species

Droid

Manufacturer

Medtech Industries

Type

Medical Assistant

Height

1.7 metres

Affiliation

Rebel Alliance

Hoth to Endor

FX-7 assisted 2-1B in caring for Commander Skywalker after his wampa encounter, monitoring the bacta tank and related instruments. FX-7 and 2-1B were evacuated from Echo Base on the *Bright Hope*, and helped save many crew when it was attacked. Both FX-7 and 2-1B were later posted to *Home One*, the flagship of the Rebel fleet at the Battle of Endor.

THE WAMPA

THE SNOW AND THE FURY

When the Rebel Alliance chose Hoth as the location of a new main base, its patrols encountered the ornery but otherwise harmless tauntaun, and a few other small creatures populating the icy wastes. Little did they know that the swirling snows hid a terrible, sharp-clawed secret.

As Hoth was such an inhospitable world, it was rare that anyone spent any time there. Those who did tended to be pirates, smugglers, illegal hunters or others for whom xenobiology was not a priority. As a result, the existence of the wampa ice creature was not well known, despite past encounters. Crime lords and arena owners were known to keep specimens of the creature for entertainment, and the wampa were spoken of in hushed tones by trophy hunters.

Rebel Encounters

The Rebel Alliance went to considerable lengths to try to detect any and all potential threats to their plans for Hoth. Unfortunately, a quirk in wampa physiology, coupled with the intense cold and aggressive weather patterns of Hoth, made wampa next to impossible to detect using standard lifeform scans. The Alliance had no idea that the wampa were out there until a dead tauntaun was discovered outside the base. 2-1B, the chief of surgery on the base, conducted a rough-and-ready autopsy that revealed the beast's neck had been cleanly snapped. Something was out there.

Wampa Attack

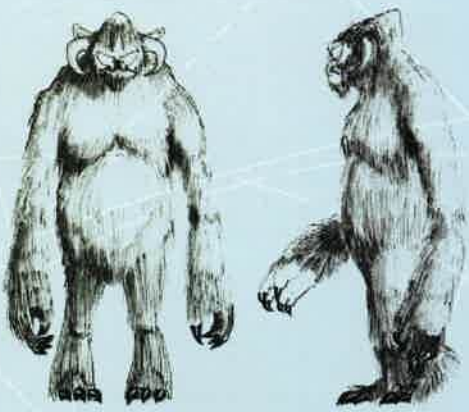
A little while later, while on patrol with Luke Skywalker, Han Solo discovered a freshly killed tauntaun. While Solo made it back to base, Skywalker was attacked. He awoke a little later, hanging upside down from the ceiling of the wampa's cave. His feet had been encased in ice – something the wampa achieved using saliva and their hot breath, thus keeping their prey alive and contained for later

Wampa lived in caves they dug from the ice with their powerful clawed hands.

This shot is of the original costume of the wampa worn by Des Webb, later abandoned as being impractical...

Behind the Scenes

The wampa ice creatures were supposed to play a far more prominent role in Episode V: *The Empire Strikes Back*, but problems in filming the creature caused their scenes to be abandoned or reshot. Actor Des Webb was to film the role in a costume made of sheepskin. The costume featured stilts to make the creature tower over the tauntaun prop made for the Norway shoot. Unfortunately, the costume was both too hot and too unwieldy. The glimpses of the creature as it attacks Luke were reshot using a hand puppet created by Phil Tippet. The sequences where the wampa attack the Rebel base were also abandoned, though some footage was shot – 2-1B examining a tauntaun, the creatures breaking through a wall and attacking soldiers, and C-3PO removing the warning signs, for example. The Marvel Comics adaptation and the later radio serialisation both featured some of the missing wampa sub-story. The wampa scenes were finally reshot for the Special Edition of Episode V, with ILM artist Howie Weed building and wearing a new wampa suit in a miniature cave set, giving the appearance of the creature being larger than it was.



consumption. Luke escaped the creature, hacking its arm off with his lightsaber, and was rescued. However, the wampa were not done with the rebels.

Wampa Assault

The Rebels mistakenly believed the wampa to be mindless beasts. In fact, ice creatures had a bestial cunning and very rudimentary intelligence. Attracted by the noises of astromech droids and the base equipment, a number of the fiercely territorial creatures had gathered near Echo Base. This was unusual behaviour for the the usually solitary wampa. Outside of the mating season, they only grouped together if a common threat was detected.

Rebel troops sent out to track the creature that had attacked Luke barely made it back to the base. One wampa attacked and killed a perimeter scout. Then other scouts began to go missing, one after the other. Finally, the wampa attacked en masse from within Echo Base itself. Fortunately, the Rebels were able to stun, trap or otherwise drive off the wampa. Their tactics including using the sounds of astromech droids to draw the wampa off.

Later, when Imperial troops assaulted the base, the wampa holding areas proved an unpleasant surprise for the invading snowtroopers. This was in part thanks to C-3PO, who paused in his escape to the *Millennium Falcon* just long enough to remove the warning signs on the door leading to where the wampa were confined.

CYBERNETICS

THE SIX MILLION CREDIT JEDI

In the *Star Wars* galaxy, medical cybernetics were advanced to a point at which damaged or lost limbs and organs could be replaced with a biomechanical device that replicated the necessary functions. For the creators of the saga, they served an important narrative function.

In *Star Wars* fiction, cybernetics was seen as the most acceptable method of carrying out major replacement surgery, such as replacing a lost arm, for example. While human cloning technology was advanced enough to allow replacement parts to be grown, the horrors of the Clone Wars meant that the citizens of the galaxy were very suspicious of the process. Many of the techniques were either heavily monitored, requiring expensive licences – or were simply illegal.

Cybernetic components were cheaper, simple to maintain, and were freely available. The expertise of biomechanical engineers ensured that even basic artificial limbs offered an approximation of sensation. Cybernetic organs were small enough to go unnoticed, if that was what was required.

However, some were designed for ostentatious display. While some people had artificial body parts because of accidents, there were those who actively sought out enhancement. Bounty hunters, undercover operatives, cheating sportsbeings all sometimes sought an edge that only technology could deliver. However, the cost was not always just financial.

Losing Their Humanity

In Episode II, when Anakin lost his arm to Count Dooku on Geonosis – it was the first step along the path to losing much of his humanity. On Mustafar, now reborn as Darth Vader, Anakin loses his remaining limbs. His hate sustains him long enough for the Emperor to arrange his 'salvation'. On an operating table, all that was human in Anakin is encased in the life-sustaining black armour of Darth Vader. In Episode V, Luke starts down the same path:

Hands free

In the closing scene of Episode V, Luke Skywalker puts a comforting arm around Princess Leia. This happens just after he has had his artificial hand fitted. It was director Irvin Kershner's idea that Luke should be seen to feel pain through the hand – "The audience had to know that Luke had feeling in his hand. That way... when he puts his arm around Leia, it isn't creepy."

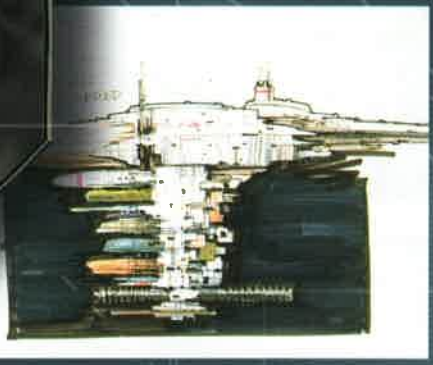
"I was afraid the scene when Vader says 'I am your father' and then cuts off his son's arm might be too intense" George Lucas remembers. "That is a pretty intense moment and basically a castration scene. I also asked people I knew how they felt about ending the film that way, and most opinions were that it was okay, that it wouldn't be detrimental to anyone."

The mechanical hand was key to the revelation that saves both Luke and his father. During his duel with Vader in Episode VI, Luke rejects the dark side when he sees his father's damaged artificial arm and realises he is close to becoming another Vader. Just before he dies, Anakin asks Luke to remove his mask so he can see his son with his own eyes – a symbolic act restoring his humanity.

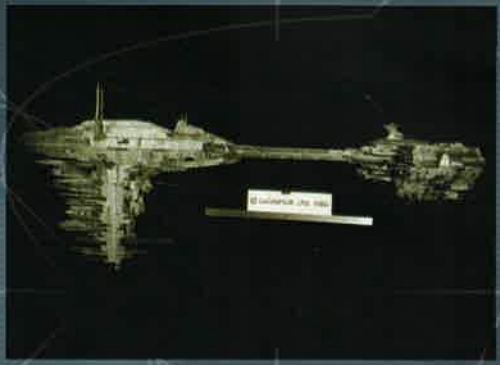
THE ESCORT FRIGATE

DEVELOPING THE CONCEPT

CREATING THE MEDICAL FRIGATE *REDEMPTION*



1 One of the first concept sketches of the ship, with a note that it should be heavily aged and that the colours be very subdued.



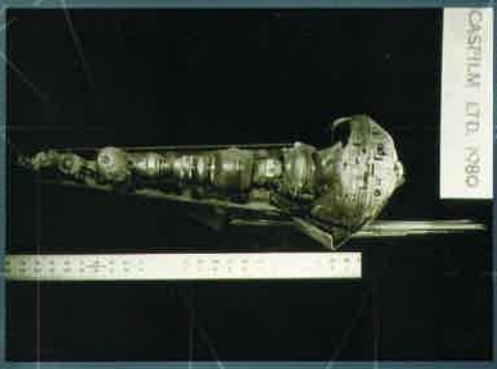
2 The original model of the medical frigate from 1980, its look based on George Lucas' idea that it could resemble an outboard motor.

5 A dated archive reference shot showing a rear view of the medical frigate.

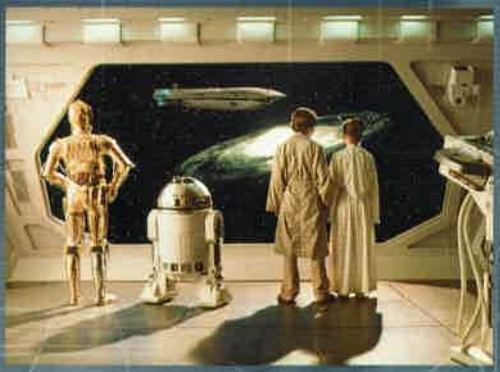
6 A Ralph McQuarrie production painting of the interior of the medical frigate.

Designed by Nilo Rodis-Jamero, the *Redemption* was one of the last models to be built for the filming of *The Empire Strikes Back*. It was unnamed, being simple called the 'Rebel medical frigate star cruiser'. It wasn't named until the release of Decipher Inc.'s 1997 Cloud City Limited expansion for the *Star Wars* CCG.

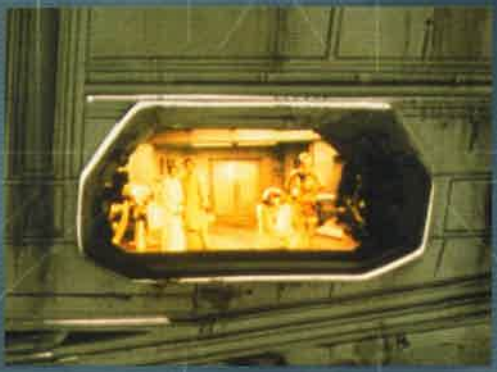
3 The model measured 50cm x 247cm x 99cm. As with other models developed for the original trilogy, it used many parts from plastic kits.



4 A piece of industrial PVC piping, painted and with model kit parts stuck to it, was used to connect the two halves of the ship.



7 The same scene as it eventually appeared in the movie, with the C-3PO and R2-D2 in attendance.



8 An exterior view of the scene was originally achieved using rear-projection photography.

1 How big was the original wampa?

2 How was 2-1B realised on screen?

3 What is Luke floating in?

ANSWERS:

1. The wampa puppet, used to fill in for the fact that the wampa suit used in filming in Norway hadn't worked out, was 51cm x 31cm x 31cm. It was built by Jon Berg and animated by Phil Tippett.

2. 2-1B was a full-sized puppet, fixed to a metal plate, and measured 58cm x 30cm x 178cm.

3. The injured Luke Skywalker was placed in a bacta tank. The bluish, viscose liquid accelerated healing. Smaller versions of the tanks could be used to surround localised injuries. Bacta patches, bandages or even injections were common.

O

Octuptarra combat tri-droid

Droid
Episode III

Designed and manufactured by the Techno Union, and used by themselves and their allies in Confederacy of Independent Systems during the Clone Wars, these military droids were the smaller cousins of the 15m high Tri-droid artillery combat unit. Standing at a mere 3.6m, the octuptarra were fearsome opponents. Their three powerful laser turret cannons were each mounted under a photoreceptor and could target independently. The droids had no specific 'forward face', so their movements were difficult to predict and it was impossible to blindside them. The laser cannon beams could fire in a continuous beam, making them effective against even armoured targets.

Odan-Urr

Character
Expanded Universe

Odan-Urr was widely regarded as one of the greatest scholars in the history of the Jedi Order. Certainly the longest-lived Jedi ever, his interpretations of the Jedi Code came down through the centuries to Leia Organa Solo on the Tedryn Holocron. Despite his scholarly leanings, Urr was remarkably emotional for a Jedi. Wise and inquisitive, and after a long life of service, the elderly Odan-Urr – he was considerably over 1,000 years of age – was keeper of the Jedi library on Ossus. He was killed by dark Jedi Exar Kun, who stole a Sith Holocron from Odan-Urr before murdering him. The Jedi Master became one with the Force, though his legacy would live on.

Odle, Hermi

Character
Episode VI

A very tall male Baragwin, Hermi Odle was a weapons maker and security expert in the employ of Jabba the Hutt. Unlike many in Jabba's employ, he was not trapped in servitude. In fact, the Hutt had been deeply impressed by Odle's skills, and had put him in charge of making his palace impenetrable to attackers. Having only stayed on Tatooine because Imperials destroyed his ship, Hermi Odle was a dedicated employee. He managed to escape the destruction of Jabba's sail barge. In Mos Eisley, he stole one of Jabba's personal ships and, thanks presumably to the wealth it contained, vanished.

Offee, Barriss

Character
Episode II

The last Padawan of Jedi Master Luminara Unduli, Offee was a female Mirialan – a species so near human as to be considered such. She had olive skin and triangular facial tattoos. From the outset, Master and Padawan made a deeply impressive team. Offee was a powerful telekinetic and incredible healer, often using her ability to gain unexpected allies. In combat, wielding a blue lightsaber in the Soresu style, she and Luminara made a deadly team; seeming to flow and dance around each other like one fighter with two weapons. Surviving the Clone Wars from Geonosis to Felucia, Offee was one of the Jedi killed on the issuing of Order 66.

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